

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A computer-implemented method for creating a three-dimensional navigation ~~mechanism to navigate~~ of a virtual three-dimensional space comprising:
~~converting information obtained from a uniform resource locator~~ associating a plurality of uniform resource locators into a corresponding plurality of textures at least one texture; and
~~mapping the textures~~ at least one texture on a geometric surfaces surface which define a three-dimensional space which forms the three dimensional navigation mechanism.
2. (Currently Amended) A computer-implemented method ~~for~~ comprising:
~~interacting with an image created from a uniform resource locator on a geometric surface in a virtual three dimensional space comprising:~~
 - (a) ~~intercepting identifying~~ at least one event associated with an image created from information obtained from the a uniform resource locator a three dimensional image having a plurality of surfaces, each of which is associated with a uniform resource locator ;
 - (b) ~~locating the geometric surface in the virtual three dimensional space associated with the at least one event; and~~
 - (c) ~~computing a position of the geometric surface on the three dimensional object in the virtual three dimensional space.~~ determining a position of one of said geometric surfaces in a virtual three-dimensional space.
3. (Currently Amended) The computer-implemented method of claim 2, further comprising:

- d) placing an event driven result on one of said surfaces, ~~the geometric surface of the three-dimensional object.~~
4. (Currently Amended) The computer-implemented method of claim 1, wherein a three-dimensional pipeline is used in converting information obtained from ~~the~~ at least one uniform resource locator.
5. (Canceled) Please cancel Claim 5.
6. (Currently Amended) An apparatus comprising:
a processor coupled to a memory, the memory having stored therein instructions which when executed by the processor cause the processor to associate a plurality of uniform resource locators with a corresponding plurality of textures, generate data and to:
~~convert information obtained from a uniform resource locator into at least one texture;~~
map the textures on corresponding surfaces, ~~at least one texture on a surface of a~~ three-dimensional object located in the ~~a~~ virtual three-dimensional space, which forms the three-dimensional navigation mechanism; and
an interconnect coupled to the processor and the memory to allow the data to be transported between the memory and the processor.
7. (Currently Amended) The apparatus of claim 6, further comprising instructions which when executed by the processor cause the processor to ~~generate data and to:~~
~~interact with an image created from the uniform resource locator on the surface of the~~ three-dimensional object in the virtual three-dimensional space which involves:
(a) ~~intercepting at least one event associated with an image created from~~
~~information obtained from the uniform resource locator;~~

(b) ~~locating an area of the surface on a three dimensional object in the virtual three dimensional space associated with the at least one event;~~

(e) computing determine a position of the surface on the three-dimensional object in the virtual three-dimensional space; and

(d) placing place an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.

8. (Currently Amended) The apparatus of claim 6, wherein a three-dimensional pipeline is used to ~~convert~~ transfer information obtained from a uniform resource identifier.

9. (Currently Amended) ~~An article comprising:~~

a A storage medium including instructions stored thereon which when executed cause a computer system to perform a method including:

correlating a plurality of uniform resource locators into a corresponding plurality of textures; and

mapping the textures on surfaces of three-dimensional objects located in a three-dimensional space.

~~converting information obtained from a uniform resource locator into at least one texture; and~~

~~mapping the at least one texture on a surface of a three dimensional object located in the three dimensional space forming the three dimensional navigation mechanism.~~

10. (Currently Amended) The ~~article~~ storage medium of claim 9, wherein a three-dimensional pipeline is used to ~~convert~~ transfer information obtained from the uniform resource identifier.

11. (Currently Amended) The ~~article~~ storage medium of claim 9, wherein the method further ~~comprising~~ includes:
- ~~interacting with an image created from the uniform resource locator on surface of the three-dimensional object which involves:~~
- ~~(a)—intercepting at least one event associated with an image created from information obtained from the uniform resource locator;~~
 - ~~(b)—locating an area of the surface on a three-dimensional object in the virtual three-dimensional space associated with the at least one event;~~
 - (e) computing a position of the a surface on the three-dimensional object in the virtual three-dimensional space; and
 - (d) placing an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.